

Fig. 3

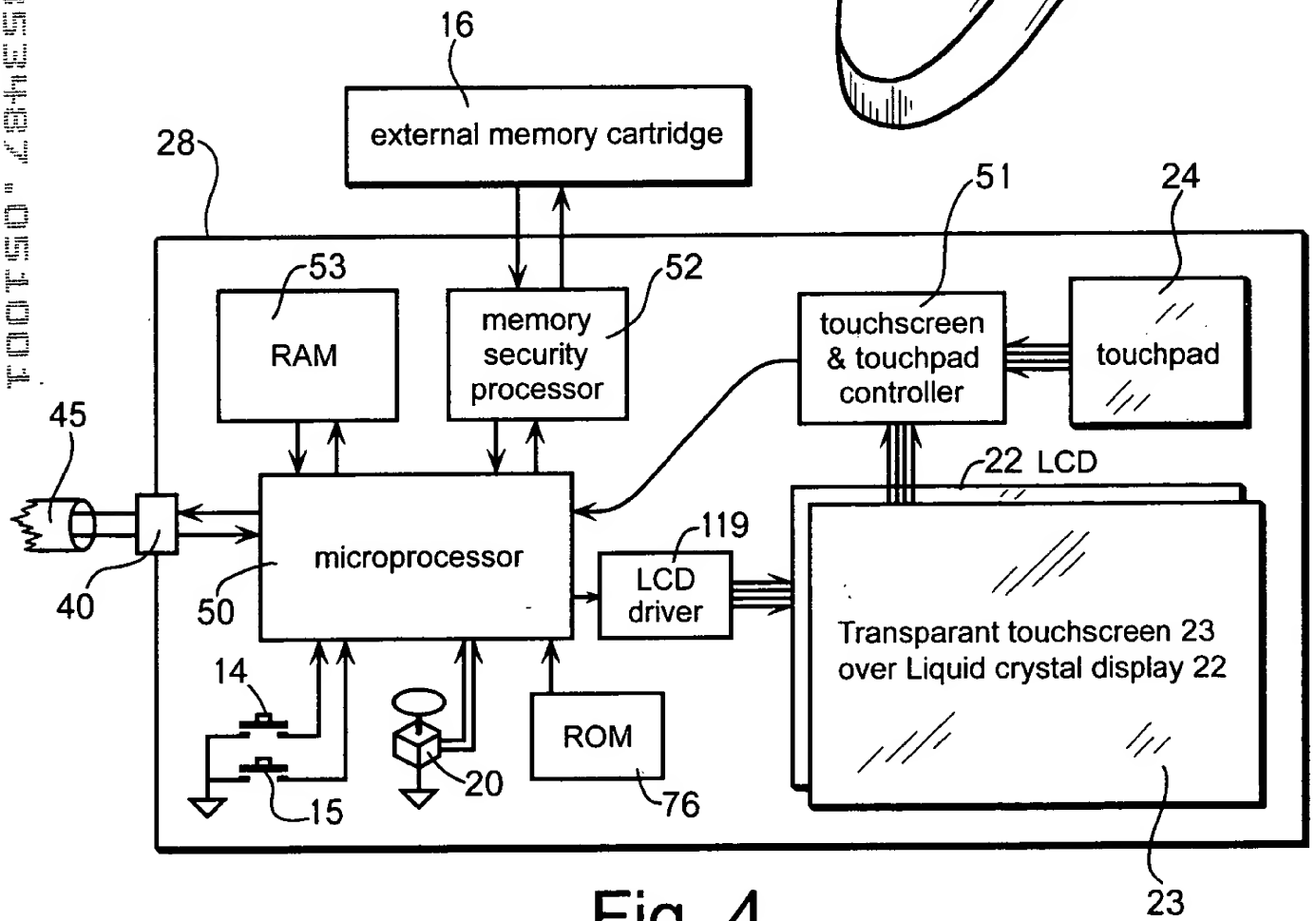


Fig. 4

Fig. 5

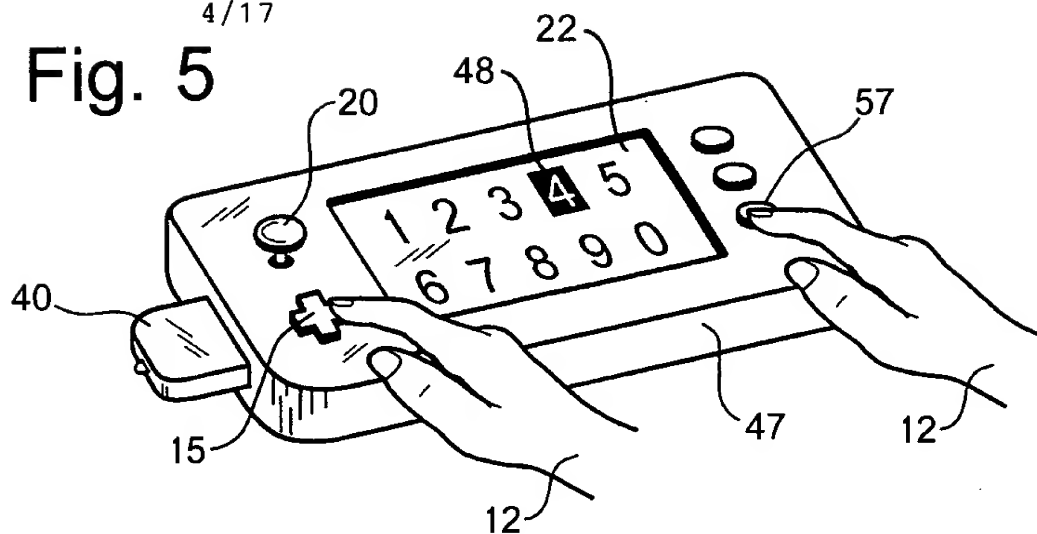


Fig. 6

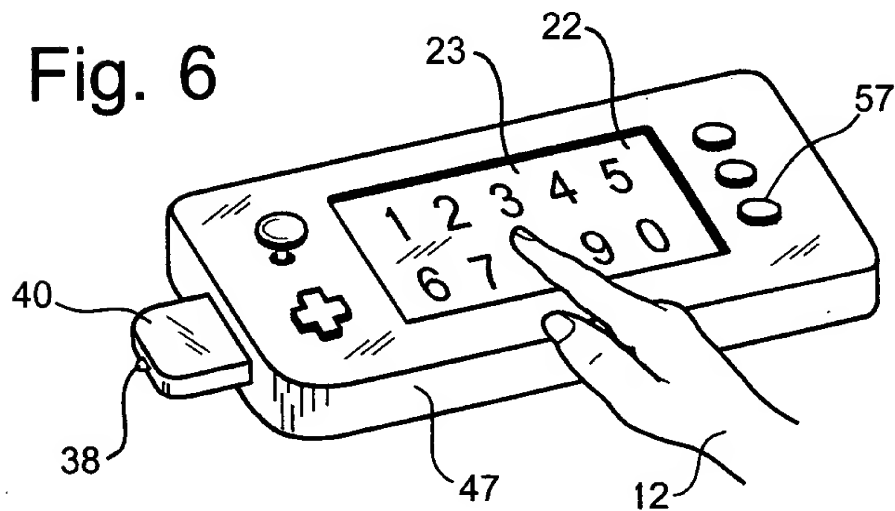


Fig. 7

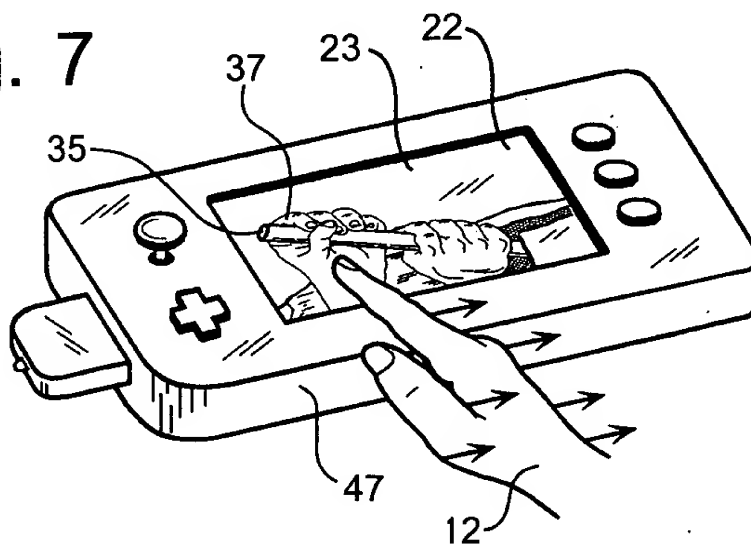


FIG. 5

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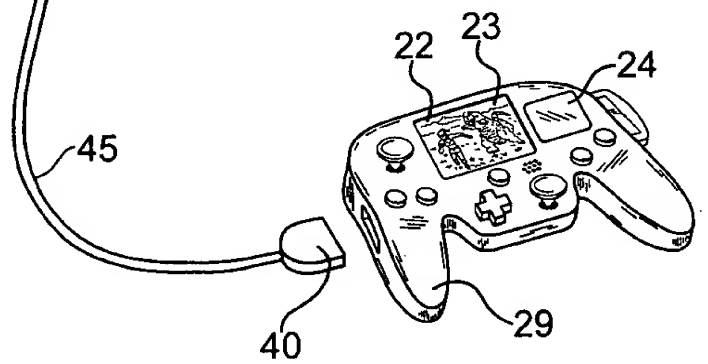
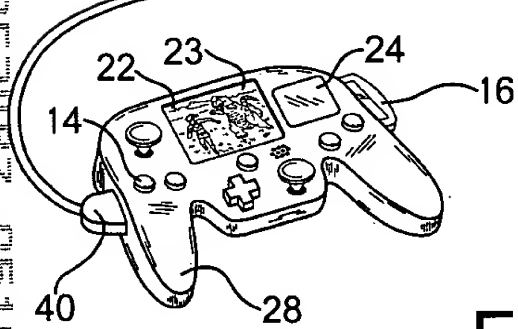
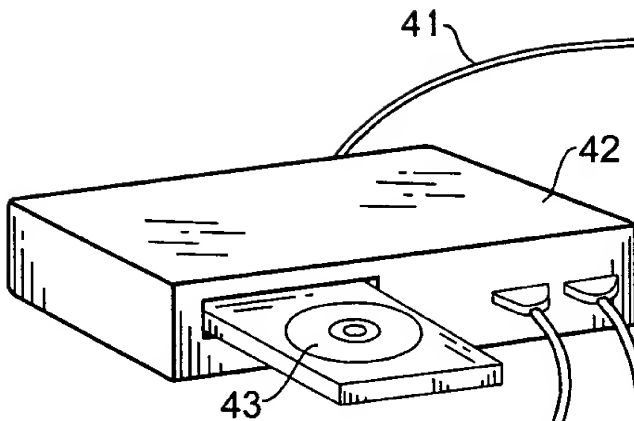
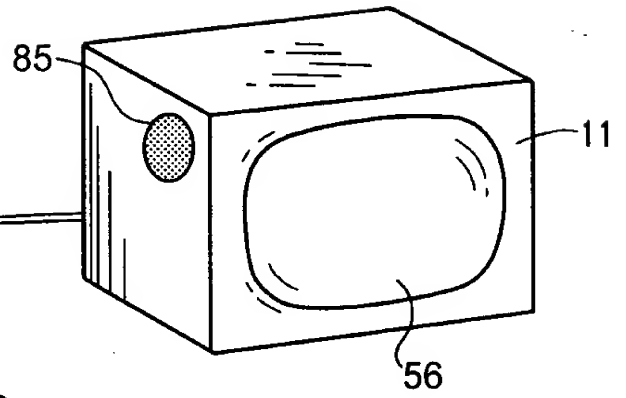


Fig. 8

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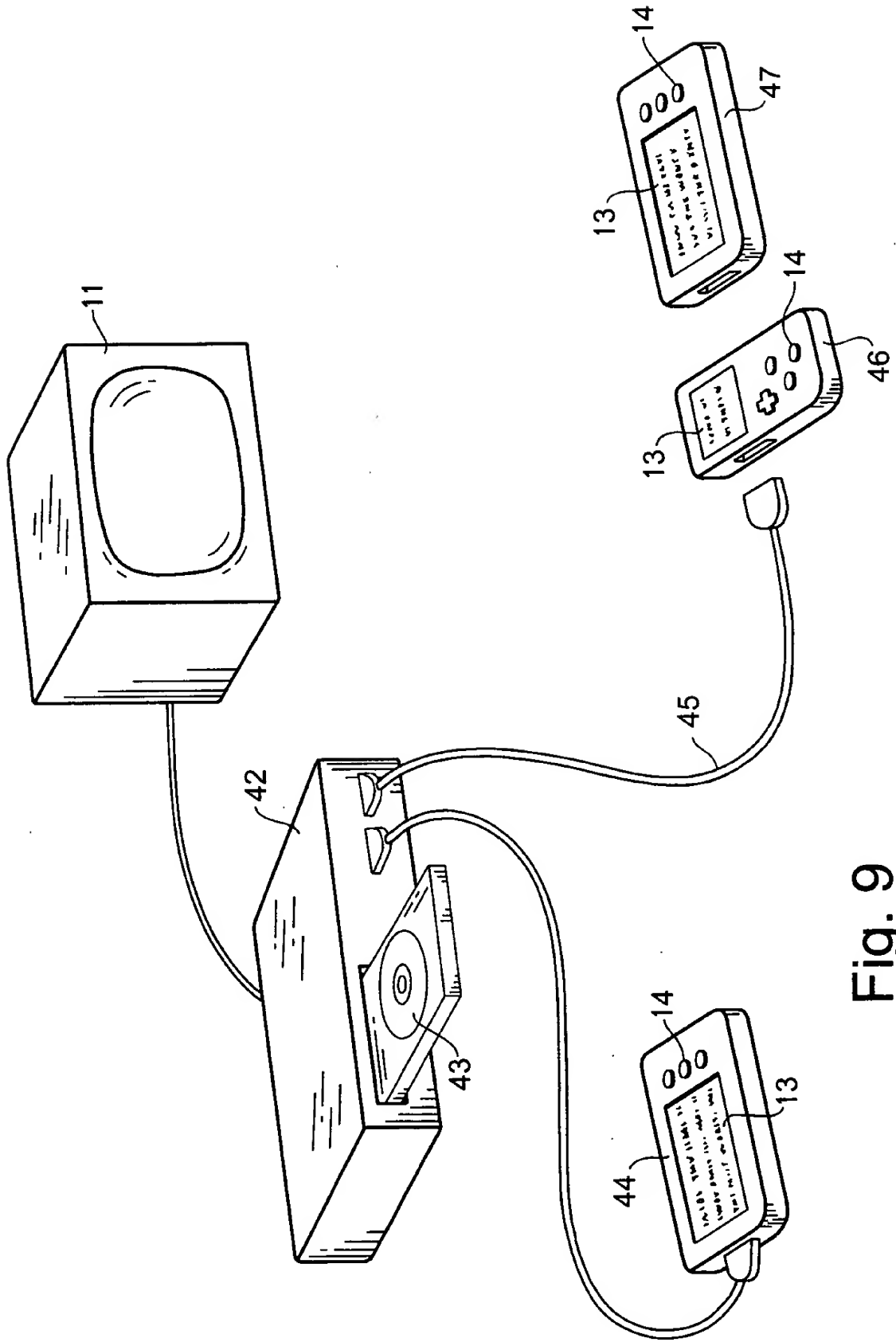


Fig. 9
prior art

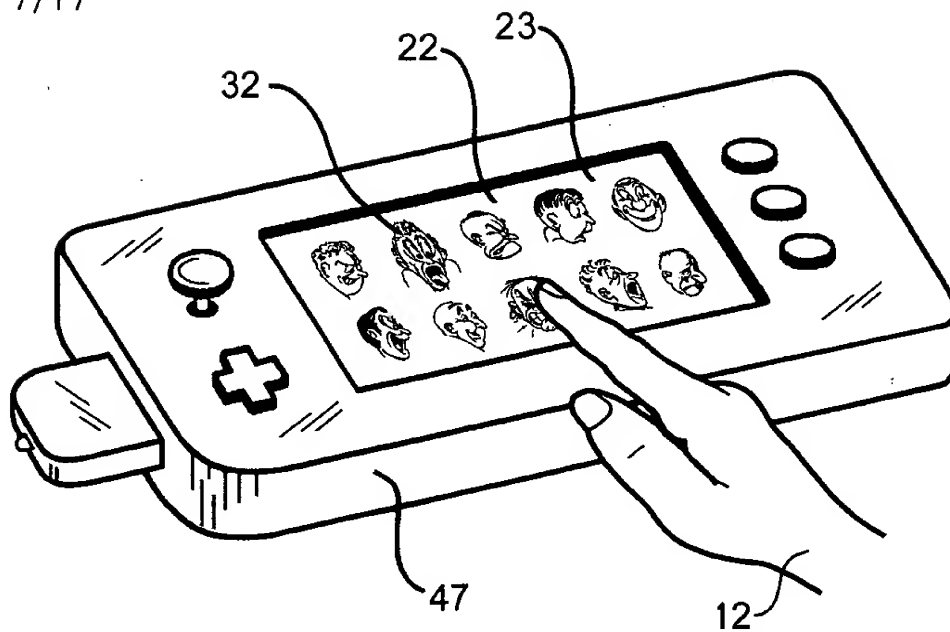


Fig. 10

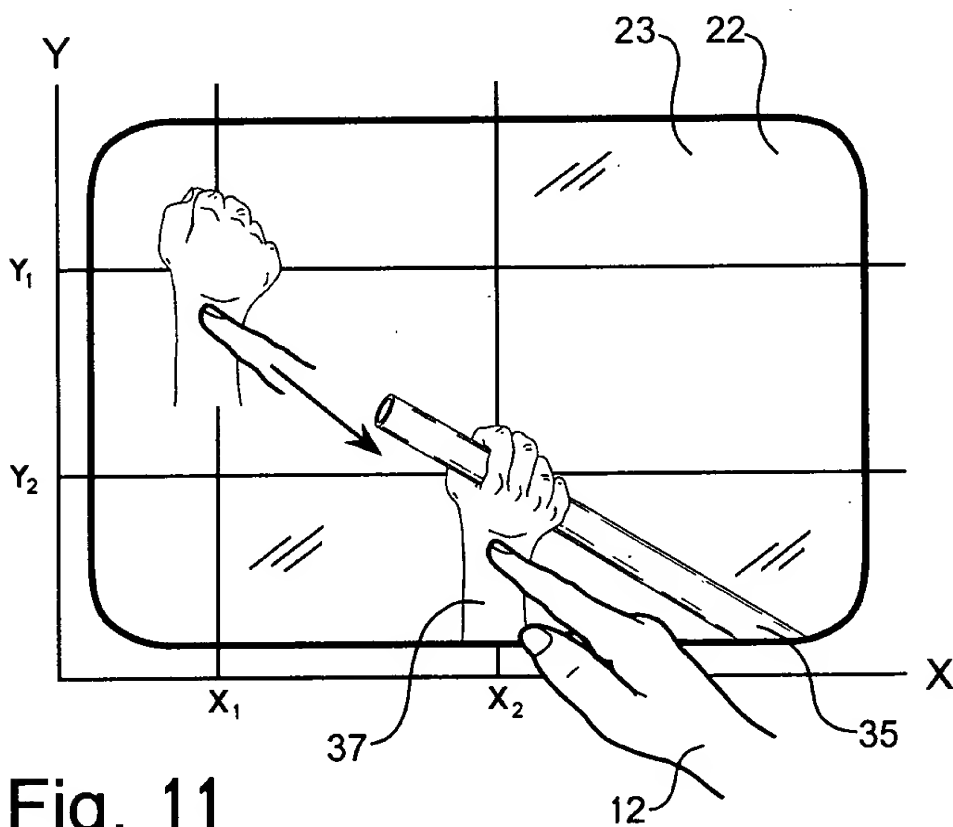


Fig. 11

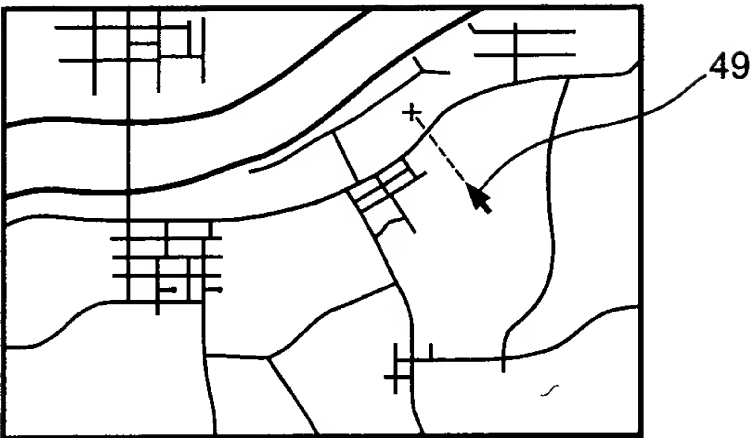


Fig. 12

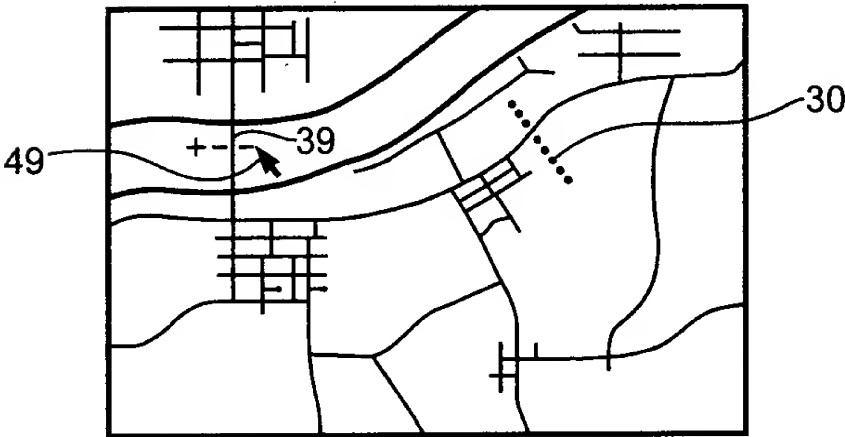


Fig. 13

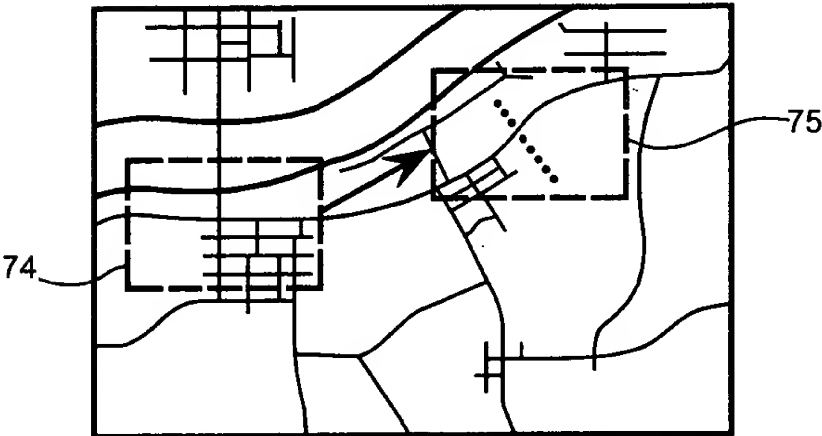


Fig. 14

FIG. 12

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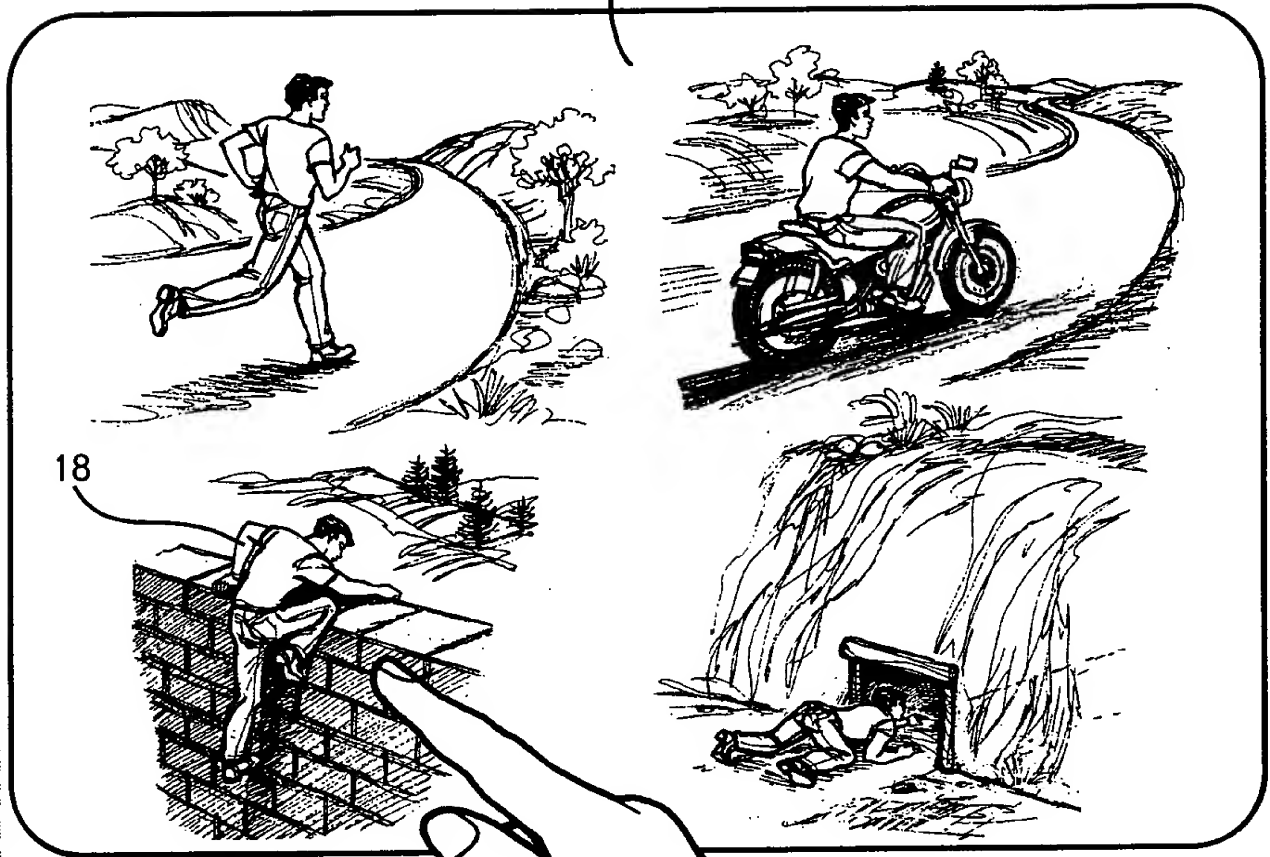


Fig. 15

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22

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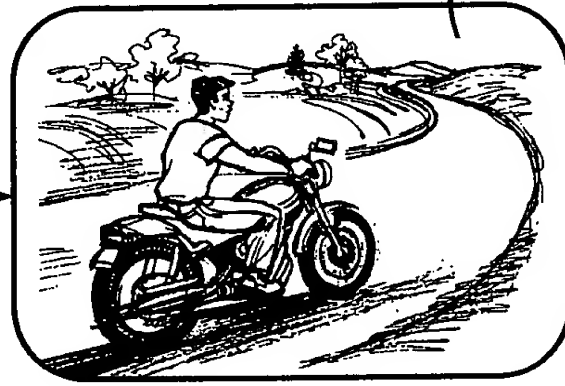
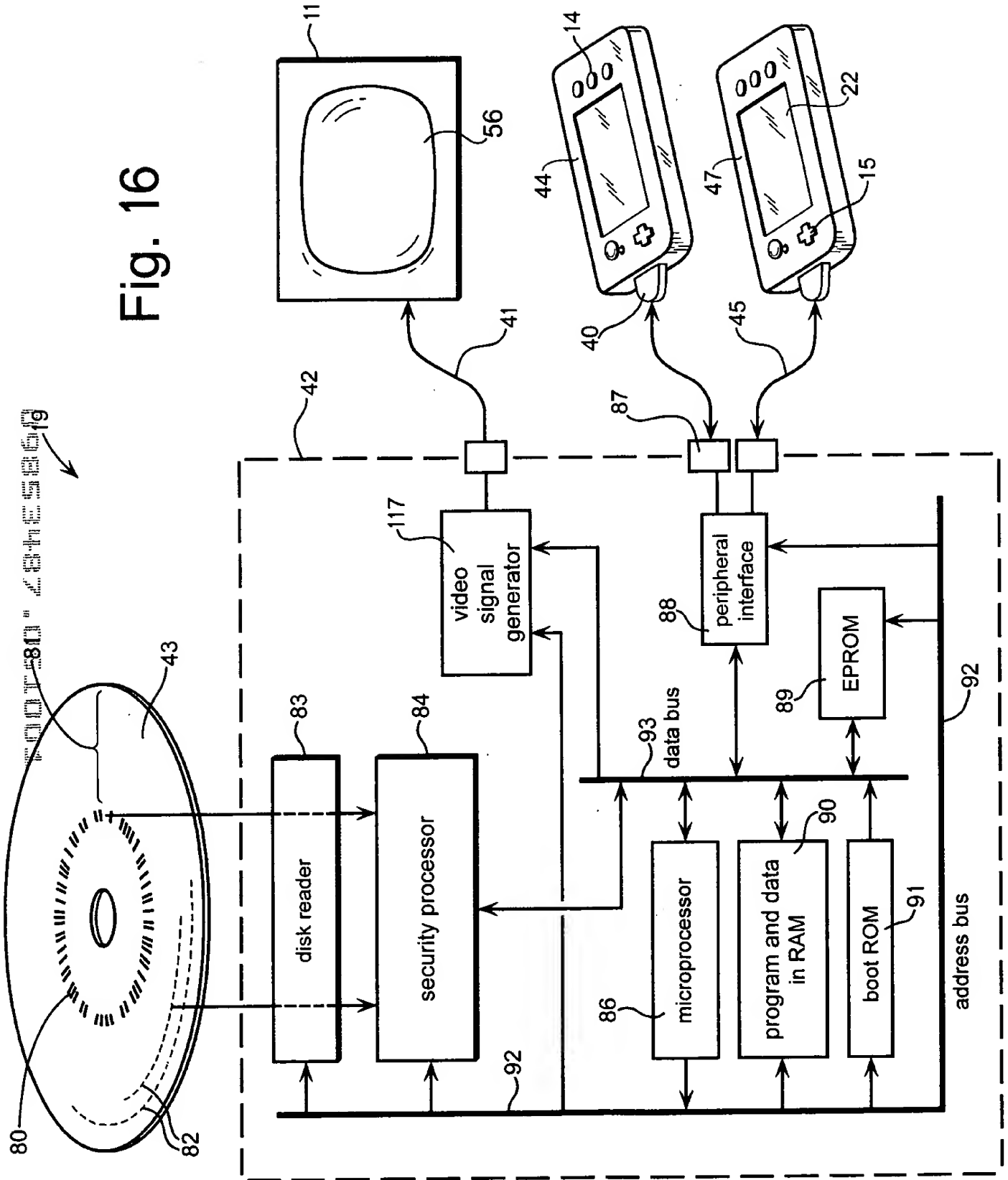
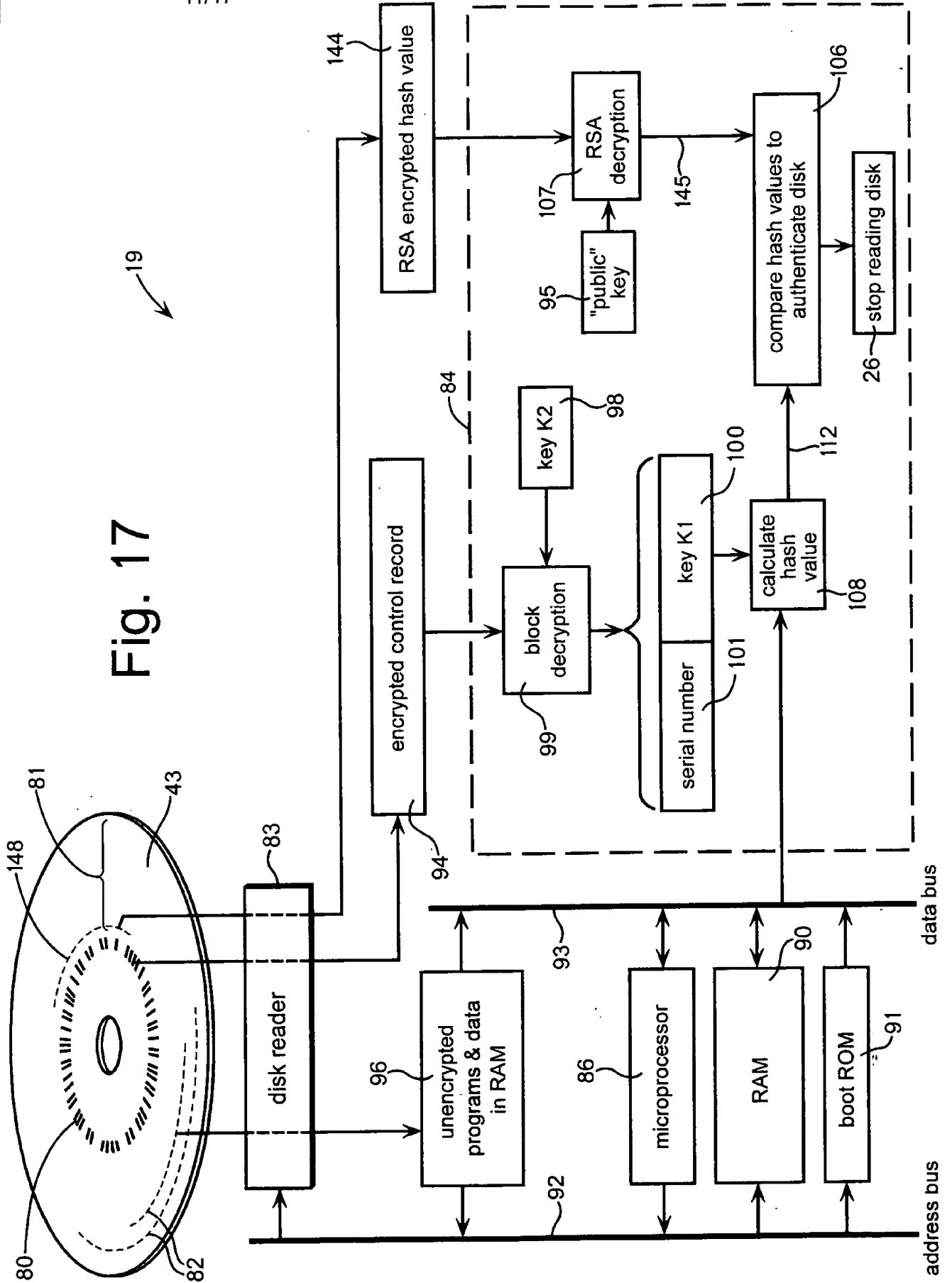


Fig. 15a

Fig. 16





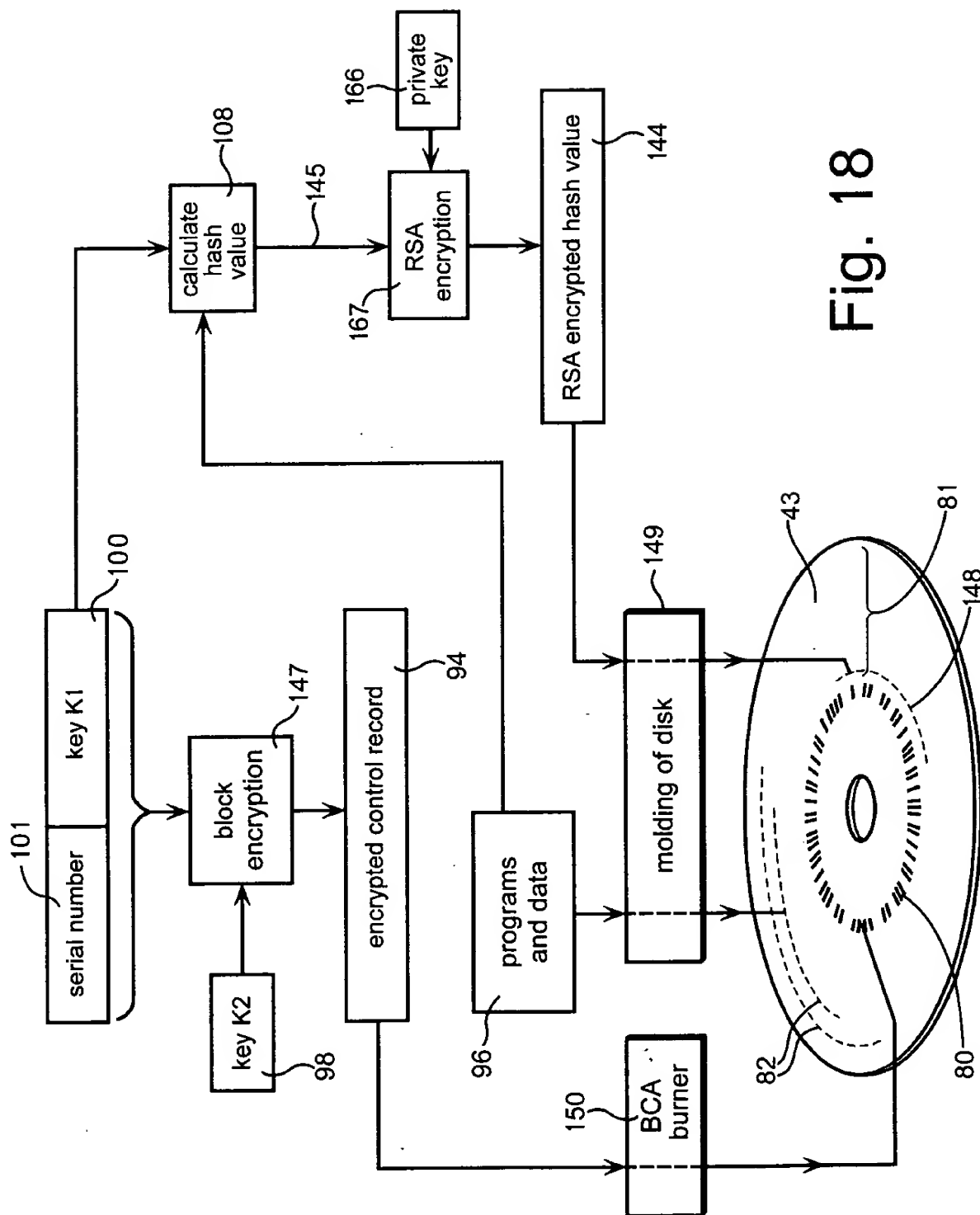


Fig. 18

Fig. 19

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control unit ID number	operation code	picture serial number	size factor	coordinate X ₁ number of pixels	coordinate Y ₁ number of pixels	coordinate X ₂ number of pixels	coordinate Y ₂ number of pixels	object id3
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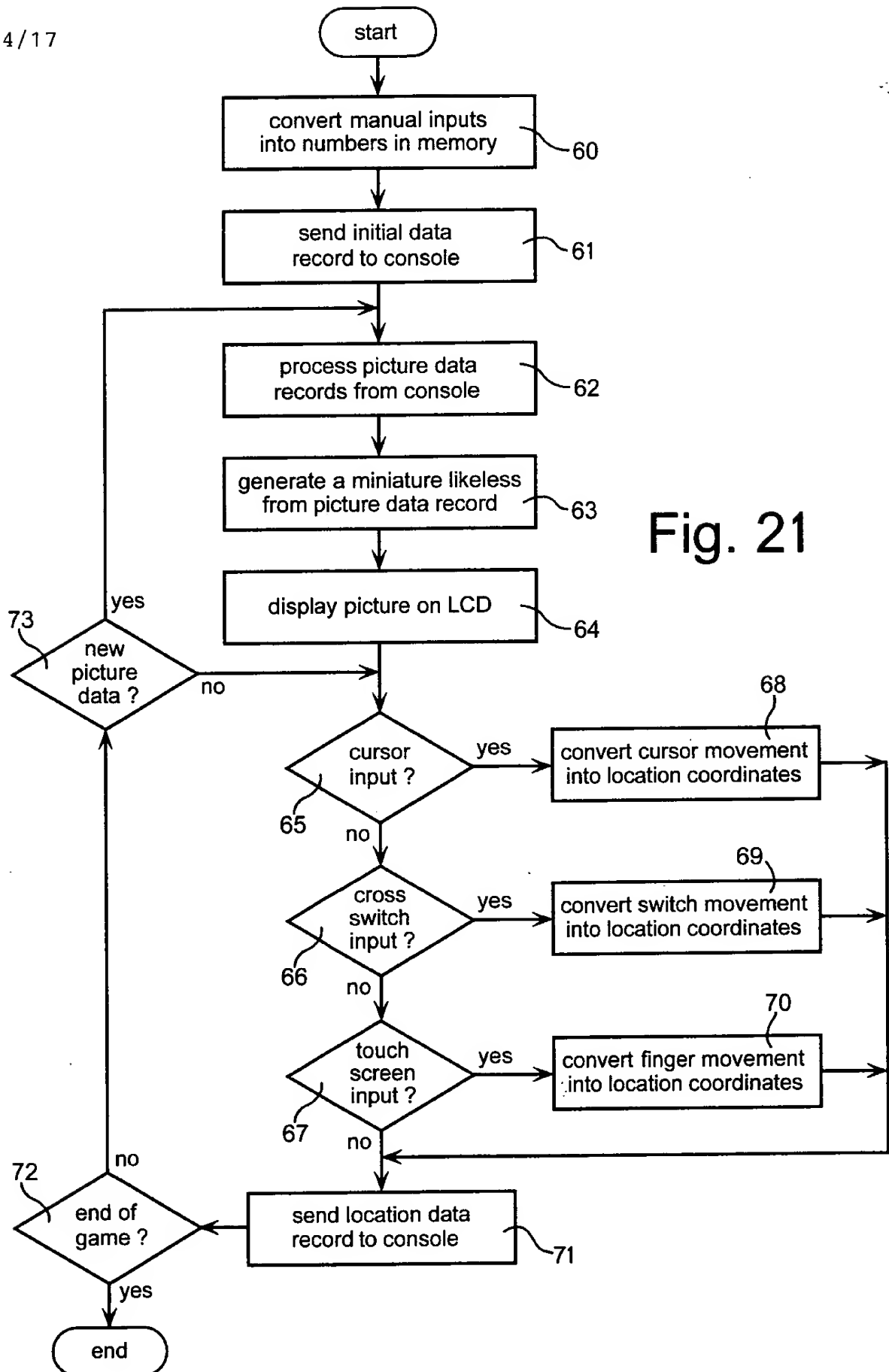
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Fig. 20

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program for loading RAM with programs supplied by console and disk
program for converting manual inputs into numbers in memory
program for processing picture data records from console
program for sending location data records to console
program for converting cursor movement into location coordinates
program for displaying a picture on LCD
program for generating a miniature likeless from picture data
program for generating a preview picture from picture data
program for converting touchscreen measurements to location data
program for converting touchpad measurements to location data
program for superimposing an object picture on a full LCD picture
program for animating a character
program for displaying maps and other non-animated pictures
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

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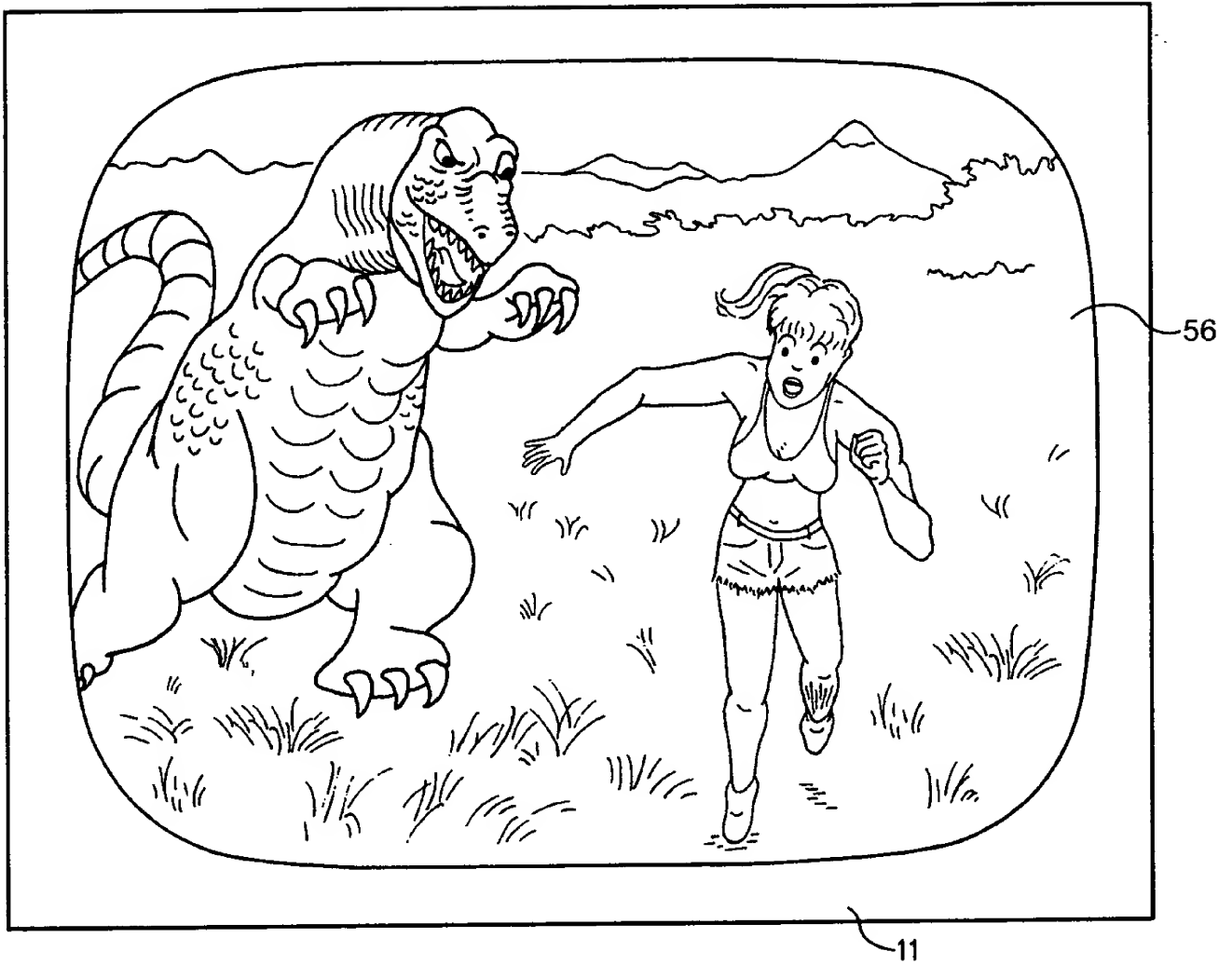


Fig. 22

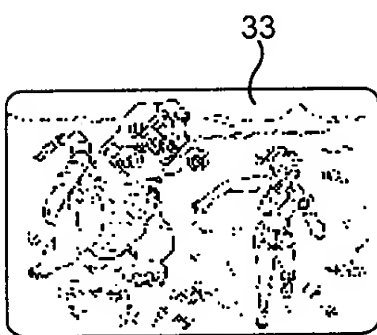


Fig. 23a

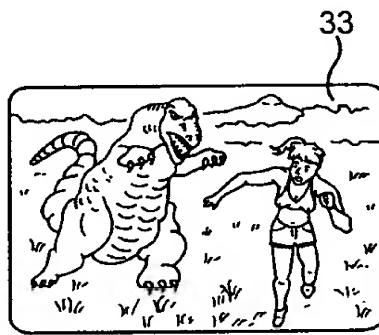


Fig. 23b

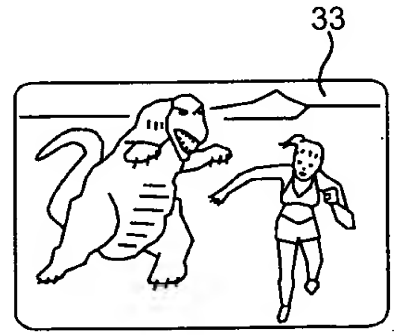


Fig. 23c

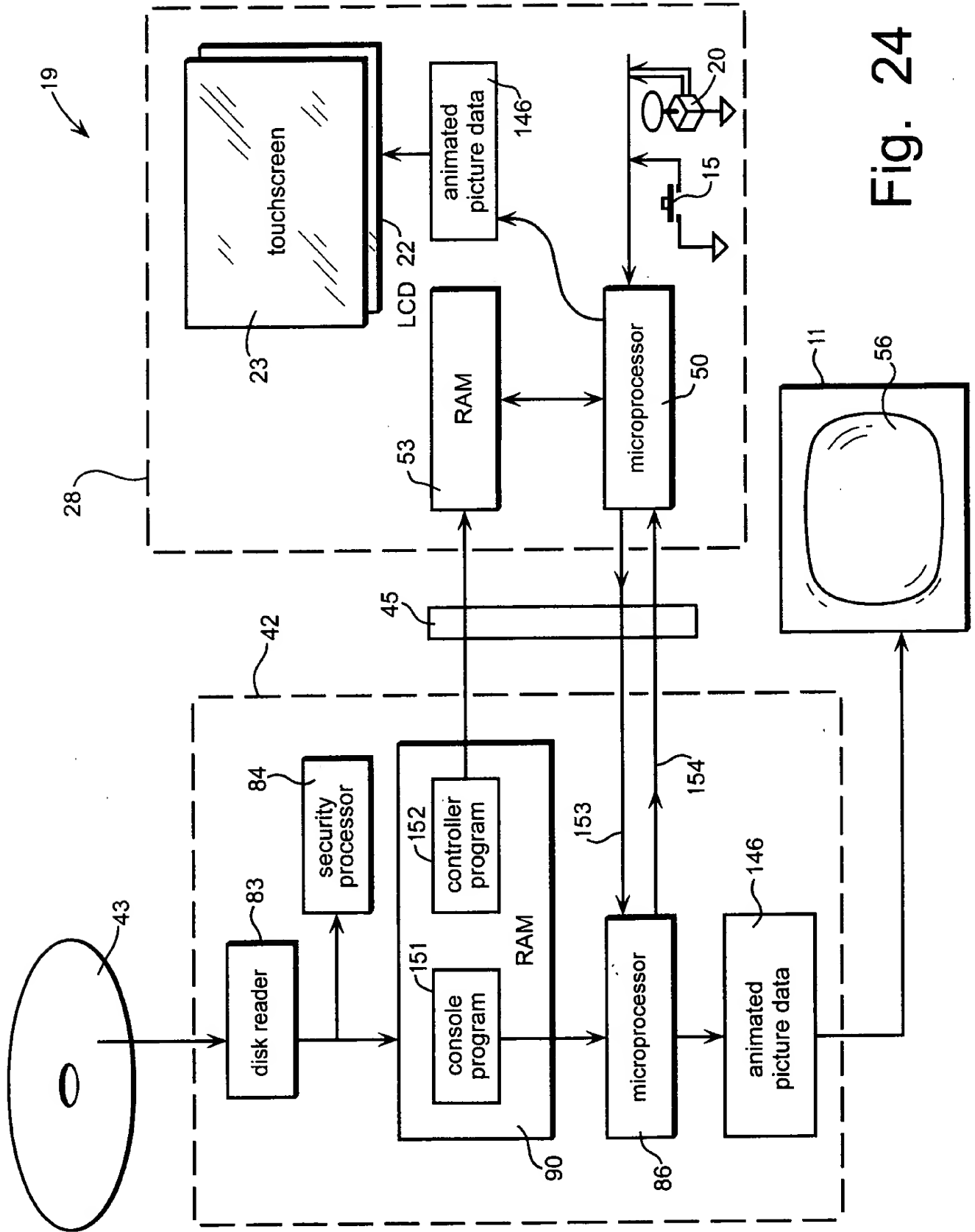


Fig. 24

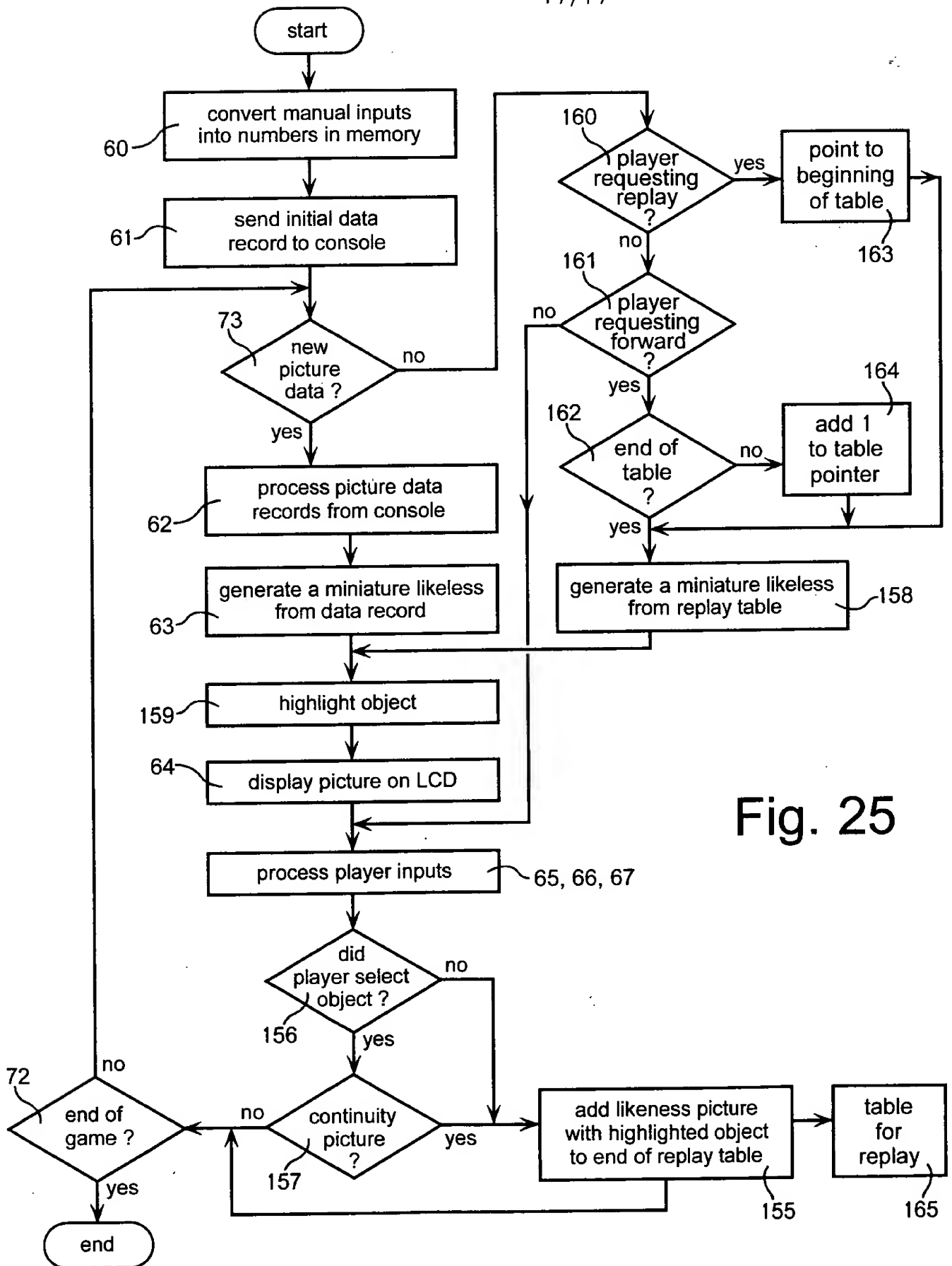


Fig. 25